

ABSTRACT**Client Server System and Method for Executing an Application
Utilizing Distributed Objects**

5 A client connected to a communication network performs an access request to an object. An application server performs an application by an actual object according to the client request. An object pool connected to the client and the application server pools a proxy object corresponding to the actual object and holds the actual object management information. The application server notifies the object pool of an event according to the status change of the application. The object pool automatically updates the actual object management information according to the notification of the event from the application server.

006280-082900